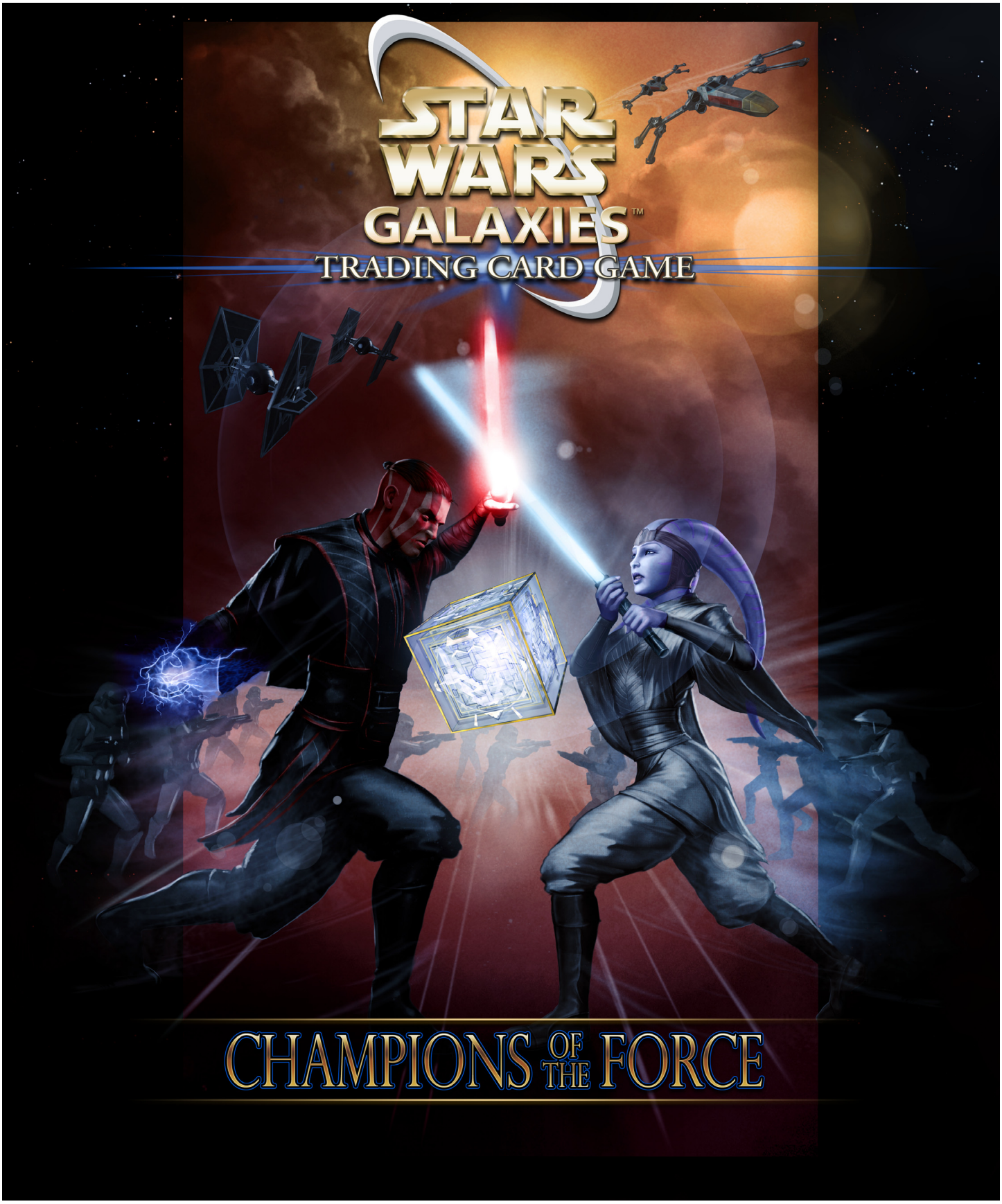


RULEBOOK

Version 1.0 - August 26, 2008

INTRODUCTION

Star Wars Galaxies™ Trading Card Game is an online-only trading card game, based on the massively multiplayer online role-playing game *Star Wars* Galaxies. Playable from within the MMO, *Champions of the Force*, the first set for *Star Wars* Galaxies Trading Card Game, features over 250 digital cards and is available in both 58-card digital starter decks and 15-card digital booster packs.

This manual is divided into two major sections. In the **Interface** section, you can learn how to log on to the game and use its utilities when you're not playing an opponent. The **Playing the Game** section explains the rules themselves, including explanations of the "in game" interface.

INTERFACE

GAME LOBBIES

The Main Lobby

Message of the Day
Tutorials / Scenarios
Learn to play and hone your skills against the AI.
Casual
Challenge other players to non-rated games.
Trade
Barter with other players to gather the cards you're looking for.
Tournaments
Compete in constructed, sealed, and draft events to increase your rating and earn rewards.
Leaderboards
News and Announcements
Preferences
Collection
Deck Builder
Exit

Welcome to *Star Wars* Galaxies Trading Card Game! After logging in, you will be taken to the Main Lobby. From here, you can access any of the game's various lobbies and features.

Tutorials/Scenarios accesses a series of guided tutorials explaining the basics of *Star Wars* Galaxies Trading Card Game. Also provided are single-player scenarios, which you can play to receive reward cards against sophisticated AI opponents.

Casual takes you to the Casual Lobby, where you can create and join casual matches, chat with players, or observe matches in progress. If you're new to the game, you can go here and try a match or two with your starter deck (though you should first go to your Collection to open your deck).

Trade takes you to the Trade Lobby, where you can arrange one-on-one trade sessions with other players. This lets you examine their collections and offer up trade proposals.

Tournaments takes you to the Tournament Lobby, where you can join rated tournaments. There are scheduled events happening most days of the week, plus on-demand tournaments that kick off whenever enough players join.

Collection takes you to the Collection Manager screen, where you can view your cards and decide which ones you'd like visible during trade sessions with other players. You can also open starter decks and booster packs here. If this is your first time online, you will want to go here first to open your starter deck, though if you wish to dive right into tournament play, you may wish to keep your starter deck unopened for use in a Limited Tournament.

Deck Builder takes you to the Deck Builder screen, where you can assemble decks for casual games and constructed deck tournaments, or just view your cards to learn more about them.

Store opens the Online Store in your default web browser, where you can purchase starter decks, booster packs, event passes, and other *Star Wars* Galaxies Trading Card Game products.

Exit will quit the game.

Help opens a window in your default web browser to the online version of this rulebook.

Preferences opens the Preferences dialog box. Here you can enter personal information for other players to view (like your contact info), change your sound and display settings, and more.

Navigator

Along the left edge of your screen is a handy Navigator menu that pulls out to show button options to help you navigate throughout all the parts of the game. It neatly stores away when you're done using it.

The icons have tooltips describing where they'll take you. From top to bottom, they are:

- Home
- Play
- Cards
- Community
- Miscellaneous
- *Star Wars* Galaxies Trading Card Game Store
- Exit

Player Tips

Player Tips
Shocho, welcome to the Star Wars Galaxies Trading Card Game.
TUTORIALS/SCENARIOS should be your first stop to learn about the game. You'll also find single-player Scenarios to play games against AI opponents and earn reward cards! Skirmish lets you test your decks against four AI opponents with starter decks.
DECK BUILDER is a powerful tool that helps you create and customize your decks. You'll find the Deck Building Helper here and you can also make a Custom Avatar!
CASUAL leads to several game lobbies where you can create a match to play against another player. You'll also find the Practice Game format available there.
TOURNAMENTS lobby is your portal to competitive play against lots of other players to earn prizes and improve your player ranking.
COLLECTION allows you to open packs and decks you've purchased and view or sort all the cards you own. You can also set up your preferences for trading here.
TRADE lets you barter with other players to gather the cards you're looking for. You'll find Posted Trades here as well.
PREFERENCES lets you adjust the settings of many parameters of the game for your style of play and your hardware.
You can visit the STORE anytime if you want to buy more digital booster packs to expand your collection.
Remember, there's a pull out Navigator on the left edge of your screen that makes it easy to access all the various parts of the game at any time.
Don't show this tip.
Close

The first time you start the game, you'll see handy Player Tips to help you learn the different parts of the game interface. When you're done with these tips, click the box in the lower left. You can see them again by adjusting your Preferences for "Display Player Tips."

Tutorials/Scenarios

This button takes you to all the Single-Player content in the game, including the following:

Single Player Options
Tutorials
Learn about trading card games, the playmat, your avatar, playing a card, and how to win the game.
Scenarios
Uncover ancient relics for both the Rebel Alliance and the Empire as you battle through a series of computer-controlled opponents.
Skirmish
Test your newest deck designs against four different computer-controlled opponents.
Select

Tutorials

Tutorials
1: GETTING STARTED
In this tutorial, you'll learn the following things about setting up a game.
• Learn how to start a game
• Learn about the playmat
• Learn about redrawing your hand
• Learn about playing cards
Estimated time for this tutorial: 4 minutes.
STAR WARS GALAXIES
TRADING CARD GAME

The tutorials are a series of single-player mini-games designed to teach you the basic rules of the game. They're a great way to get started.

When you click Tutorials, a map will appear showing the different scenarios. Play them in any order you wish. Click on one to select it.

Scenarios

Scenarios
Champions Of The Force Campaign
CotF Chapter 1: Constructing the Codex
Scenario 1: Escape from Dantooine
Scenario 2: The Sith Shadows
Scenario 3: Nightsisters
Scenario 4: Hutt Hijack
Scenario 5: The Grand Admiral
CotF Chapter 2: Building the Weapon
Scenario 6: Capture the Holocron
Scenario 7: A Focusing Crystal
Scenario 8: The Jedi Exile
Scenario 9: CorSec Attack
Scenario 10: His Newest Acquisition
Other Campaigns
Champions Of The Force Campaign
When your landspeeder crashes in a remote part of Dantooine, you discover a hidden cache of Jedi relics. One of them contains a broken holocron called the Codex of Tython. It records thousands of years of technological accomplishments, and requires several other pieces to make it operational again.
SithStarterDeck
Select Deck
Difficulty:
Easy
Medium
Hard
Begin

The scenarios are a series of single-player games you can play with any deck you like against a computer AI. Bring your Rebel or Jedi decks and begin Chapter 1 with Scenario 1, and as you complete a scenario, another becomes available for you to play. You can also bring your Sith and Imperial decks to begin Chapter 2 with Scenario 6.

When you win a single-player scenario game, you earn a reward card! Watch out... they get tougher as you progress.

Skirmish

Skirmish allows you to test your deck against one of four computer AI opponents using starter decks, one for each archetype. Use this to practice and test your newest deck design creation.

Casual Lobby

The Casual Lobby is the place to go to find a pickup game of *Star Wars* Galaxies Trading Card Game. It also tends to be the busiest lobby, so if you just want to chat about all things *Star Wars* Galaxies Trading Card Game, this should be your destination.

The Casual Lobby has three main areas:

An area showing matches in progress, in the upper left portion of the screen;

A chat window, on the bottom left of the screen; and

A list of users, in the lower right corner.

See the sections on **Lobby Chat** and **User Lists** for more information on those functions.

Creating a Match

To create a match, click the **Create** button in the upper-left corner of the screen. This opens a window where you can set up the match of your choosing.

Match Title: If you wish to name your match, simply enter a title in this field. Your username is used as the default title.

Match Type: The default here is for Constructed games, where each player brings a pre-made deck. Presently, all Casual Matches are Constructed.

Number of Players: You can select the normal game for *2 players*, or a multiplayer 2-versus-2 team game for *4 players*. If you have selected *Raid* as your Play Format (see below), the options change to show the names of available Raids. (See rules for Multiplayer, including Raids, later in the Playing the Game section.)

Play Format: This lets you select the format for your match, either *Standard* (a 1-versus-1 game or 2-versus-2 game), or *Raid* (a team of players versus a computer AI opponent). You can view explanations of the formats using the Deck Validator option in the Deck Builder.

Match Structure: The default setting is for a Single Game. Also available are Best of Three Games and Best of Five Games.

Deck Selection: Here you select which deck you'd like to use for the match. The Deck Selection defaults to the last deck you used. To the right of the Deck Selection window is a Deck Validator button which shows a green check if your deck is valid.

Time Limit: Casual Matches default to having no time limit. You may choose to enforce one using this dropdown button. Timed matches are played using a game clock. The total time allotted for a game is divided in half between the two players. When it is your turn (or whenever the game is waiting on you to make a decision), your portion of time counts down, while your opponent's does not. If your total time runs out, you forfeit the game.

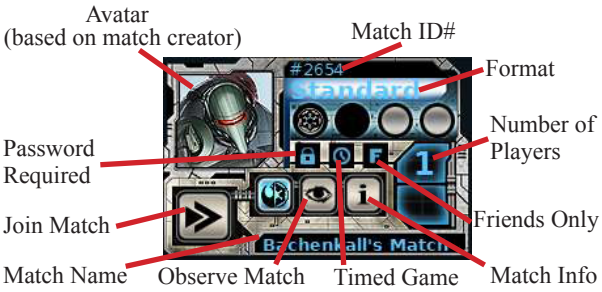
Password: You may enter a password in this field. Players must provide this password to join your match. Passwords are case-sensitive.

Allow Observers: By default, Casual Matches are open for other players to observe. If you'd like your match to be private, click this box to select that option.

Friends Only: Clicking this box will prevent anyone not on your Friends List from joining your match.

Light vs. Dark: Clicking this box will prevent players of the same side from playing against each other.

When you are done adjusting the settings of your match, click the **Create** button in the lower-right corner of the window. This creates a Match Medallion in the Casual Lobby, indicating the match title and format. Various symbols indicate whether the match allows observers, has a time limit, is friends-only, etc.



Joining a Match

Player-created matches show up as Match Medallions in the main area of the Casual Lobby. At the right of the Medallion, you'll see the number of players in the match. Another number will appear below this if the match has observers.

To join a match, click the **Join Match** button on a Game Medallion that has at least one open slot. This will bring up the **Join Match** dialog box.

Select which deck you'd like to use for the match. The Deck Selection defaults to the last deck you used. Enter a password if required. Once you have made your selection, click the **Join** button.

Quick Join

You can quickly enter a game by clicking the **Quick Join** button in the Casual Games Lobby. Right-clicking this button allows you to create Quick Join Settings for the kind of game you want to play. Left-click Quick Join to use this feature with your settings. If a game in the lobby matches your settings, you'll join that game; otherwise, a game will be created using your settings.

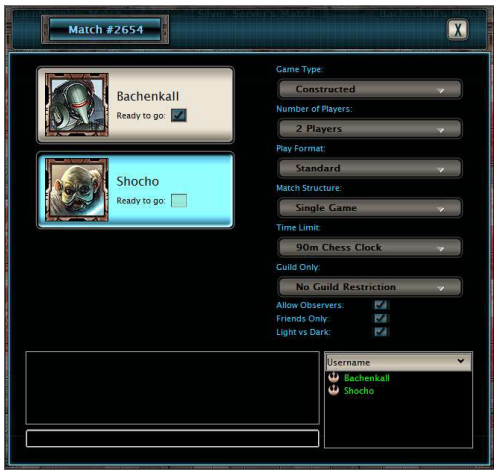
Match Info

Click the **Match Info** button on any Match Medallion for information on the match setup and participants.

Observing Matches

Click the **Observe Match** button to enter the match as an observer. You are able to chat with the players and watch the match unfold, but you will not see any player's hand or other secret information. Stop observing a match at any time by right-clicking on the playmat and selecting **Stop Observing**.

Launching Matches



When players create or join a match, they enter the **Match Launch** screen. This screen lists each player's ready or unready status. There is also a chat area to communicate with any player who joins the match. When you are ready to play, click your **Ready to go** button. Once all players have done so, the match will begin.

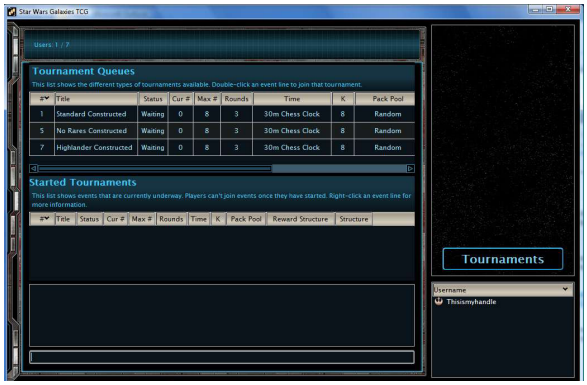
To learn more about how to play the match, see the section on **Playing the Game**.

Practice Games

A **Practice Game** can be played by any two players, even if there are no cards in their collections. Each player in a Practice Game uses a fixed deck to play. The two decks are the same in each Practice Game, and are randomly assigned to the two players.

To create a Practice Game, click the Practice Game icon at the top right of the Casual Lobby. You can join a Practice Game in the same manner you join a normally-created game.

Tournaments Lobby



The Tournaments Lobby contains a number of Constructed and Limited tournaments. Both scheduled and on-demand tournaments are available.

The Tournaments Lobby has four main areas:

- A list of tournament queues, in the upper portion of the screen;
- A list of underway tournaments in the middle portion of the screen;
- A chat window, on the bottom of the screen; and
- A list of users, in the lower right corner

See the sections on **Lobby Chat** and **User Lists** for more information on those functions.

Understanding the Tournament Information

Each row in the Tournament Queues list gives information on an available tournament before it begins. Any tournament listed in the Started Tournament list is a tournament that has already begun and contains information on the tournament in progress. You cannot join tournaments in progress, but you may join any waiting queue if you meet its entry requirements.

The columns detail the following information:

#: This is the number of the queue or the tournament. Though a waiting queue has one number, a different number will be assigned once the tournament begins. *(For example: if eight players joined queue 13, a tournament numbered 392 might kick off. Queue 13 would then empty, and could be filled up by new players.)*

Title: This is the name of the Tournament. It includes the Type, Structure, and Style (such as Standard Constructed Match Play (2-3)).

Status: This is the current status of this tournament. All tournament queues are shown as **Waiting**, while currently running tournaments show the round being played.

Cur #: This is the current number of players either waiting in the queue or playing in the tournament.

Max #: This is the maximum number of players in the tournament. A scheduled tournament starts whenever the administrator decides (and can go over this maximum number). On-demand tournaments start as soon as the Max # of players has been reached.

Rounds: This is the number of rounds in a tournament. Each round will last until all players have resolved their matches or until the time limit has expired – whichever happens first.

Time: This is the maximum amount of time (in minutes) for each round in the tournament. The total time for a tournament may be as long as this length multiplied by the number of rounds.

K: The K value is the weight a tournament will have on your Player Rating. A higher K value means bigger stakes and larger swings in your rating with each win or loss.

Pack Pool: This is the set from which reward booster packs will be drawn.

Reward Structure: This is the distribution of rewards for this tournament. (For example: if this column shows 5-4-3-2-1* for an eight-player tournament, the winner receives five booster packs of the kind listed in the Pack Pool column, second place receives four packs, third receives three, fourth receives two, and all other players receive one.) In large-scale tournaments, you might see two or more asterisks in the Reward Structure column – such as 8-6-5-4-2*-1*. This usually will mean that the 2* is either the "rest of the top half" of players in the tournament, or some other similar structure. The final 1* would be the rest of all players. You can always reference the Events Calendar for more details.

Structure: This is the tournament structure. Queue tournaments can be Single Elimination or Swiss. (In a Swiss tournament, there are no eliminations; each player plays each round. The winner of a game is awarded 3 tournament points; the loser is awarded 1 point. In each new round, players are paired with opponents they have not yet faced in the tournament, in descending order according to the tournament points they've earned. The winner of the tournament is the person with the most tournament points at the end of all rounds.)

Tournament Types

There are two major types of tournaments: Constructed and Limited. All tournament styles have timed games, using the same game clock you can choose to play with in a casual game.

Constructed tournaments require you to bring a deck to the tournament, composed of cards in your collection. The default type of *Standard* means that all cards are permitted.

Limited tournaments require you to bring unopened booster packs and/or starter decks, and players compete with decks made from the cards they open. Your general collection is not used in a Limited tournament (though cards you use in a Limited tournament join your general collection at the conclusion of the tournament). Limited tournaments have a Deck Building phase before the first round where players use the **Limited Deck Builder** to create their tournament decks.

Tournament Structure

A tournament's Structure tells players if they will be playing in Swiss or Single Elimination rounds during the tournament.

Swiss tournaments allow players to play every round during the event. At the beginning of each round, a player is paired with another player of similar win/loss records. For example: In the first round of a Swiss tournament the pairings will be completely random as all players have the same record. In the second round, winners will be paired with winners and losers will be paired with losers, and so on as each round progresses. Swiss tournaments with the proper number of rounds have a single undefeated player at the end of the tournament. A player is not eliminated from the event if they lose a game; he continues to play each round until all rounds of the tournament have completed.

Single Elimination tournaments have only one player left at the end of the tournament. In each round of play, if you lose your match, you are eliminated from the tournament. The tournament field will be cut in half each round until there is a single player remaining. If you lose your match, you are then free to enter other events.

Tournament Style

A tournament's style determines what it takes to defeat your opponent in any given match. Tournament style can be Single Game, Match Play, or a combination of the two.

Single Game tournaments are when a match is determined by a single game. When one player bests the other in that single game, the match is over.

Match Play tournaments are when a match is determined by a series of games where one player needs to win the majority to be declared the winner. In a best 2 of 3 Match Play event, the winner of the match will need to win two games. In a best 3 of 5 event, the winner of the match will need to win three times. As soon as one player has won enough games to win the match, the match is over. Once a game is completed, if the winner of the match has not been determined, the subsequent game will immediately start.

Cut to Top 8 tournaments are a hybrid type of event. Initial standings are determined with a series of Swiss rounds that identify the top 8 players. Once those players have been determined, they move on to a single elimination bracket tournament to determine the winner of the entire event. These tournaments are usually reserved for major events.

Sprint Tournaments

Sprint Tournaments are held on weeknights in the Tournament Lobby. Entrants in the tournament will receive Sprint points based on participation and number of wins. Cumulative rankings will be posted after each event on the Sprint Leaderboard.

On the last weekday of the month, the player with the most Sprint points on the Sprint Leaderboard will win a special Gold Sprint Winner Medal, displayed next to the winner's name in the game lobbies. Players who achieved the Silver level of Sprint points for the month will receive a Silver Sprint Winner Medal. Players who achieved the Bronze level of Sprint points for the month will receive a Bronze Sprint Winner Medal.

On the first weekday of the next month, all Sprint points and Sprint rankings will be reset, but Medal winners will keep their Medals. If they win subsequent Medals of the same color, a number will appear inside that Medal. For example, a three-time gold winner will have a gold Medal with the number "3" inside.

Types of Tournament Queues

Tournaments are either on-demand or scheduled events that appear on the Events Calendar.

On-Demand tournaments will start as soon as the player cap has been reached. When one event starts, the queue will re-open and more players can join the new queue. These events are available 24 hours a day, 7 days a week.

Scheduled tournaments are started by SOE Staff. These events are larger and have no player cap. They will be scheduled to run at a certain time, and any queue for them will be opened 30 minutes prior to the event's start time. You can find a list of upcoming scheduled tournaments in the Events Calendar.

Sealed tournaments require you to bring either Event Passes or an unopened starter deck and unopened booster packs. Decks and packs are opened at the start of the tournament, then each player is given some time to use the Limited Deck Builder and construct a deck from that limited card pool. Players cannot access any other cards in their collections for this kind of tournament.

In most Sealed Tournaments, you will have 10 minutes to build your deck (in Release Events, you will have more time to browse the new cards). Decks in a Sealed Tournament must conform to the deck requirements of a Constructed tournament. Use the Deck Validator to make sure your deck is legal in the format you are playing.

Be sure to click the "Ready" button once you have completed your deck. If you do not save a valid deck within the time limit, you will play the first round with the basic starter deck.

You may modify your deck between rounds in a Sealed Tournament. You can do this by selecting the Deck Builder using the Navigator. Please note that you cannot return to the normal Deck Builder until the tournament has concluded or you have dropped from the tournament.

Registering for tournaments is an easy process. Any player that wants to participate in tournaments, whether On-Demand or Scheduled events, needs to become a registered player of *Star Wars* Galaxies Trading Card Game. To register, the player must make a purchase in the *Star Wars* Galaxies Trading Card Game Store. Any purchase that includes at least a booster pack or starter deck will enable that account to enjoy the full features of *Star Wars* Galaxies Trading Card Game from that point forward – including tournaments. After you have made your purchase, simply log out of the client and when you next log in you will have registered your account to play in tournaments.

Event Passes are required by most tournaments. These are your tickets into the various tournament events. They can be purchased through the *Star Wars* Galaxies Trading Card Game Store or traded for in the Trade Lobby from other players. Each tournament queue will indicate how many event passes it will require to join the event. Event Passes will not be removed from your account until the event actually begins.

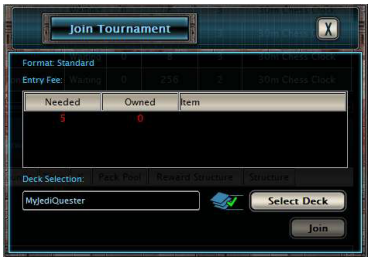
On-Demand Queues will always appear in the tournament queue area of the Tournaments Lobby. When one event starts, the queue will re-open and more players can join the new queue. These events are available 24 hours a day, 7 days a week.

Star Wars Galaxies TCG
Users: 1 / 7
Tournament Queues
This list shows the different types of tournaments available. Double-click an event line to join that tournament.
Title Status Cur # Max # Rounds Time K Pack Pool
1 Standard Constructed Waiting 0 8 3 30m Chess Clock 8 Random
5 No Rares Constructed Waiting 0 8 3 30m Chess Clock 8 Random
7 Highlander Constructed Waiting 0 8 3 30m Chess Clock 8 Random

Scheduled Tournament Queues are started by SOE Staff and will not appear in the tournament lobby until 30 minutes prior to the event start time. This 30-minute window is the only time when players may join a scheduled tournament. Once one of these tournaments begins, you can't join that tournament. You must be on time prior to the tournament to participate. To see a list of scheduled tournaments and when they happen, you can visit the Events Calendar.

Tournament Information can be viewed at any time in the Tournaments Lobby. Simply right-click on any queue or started tournament and select "Get Info" to view information about that event, like tournament type, structure, and style, as well as event fee, number of rounds, and any rewards being given out. Additionally, if you are looking at a tournament already underway, you can get a list of participants, how well they are doing, any opponents they are currently playing, and what the current round is. At the end of any tournament, you can also get the final standings to see where each player finished.

Joining a Tournament Queue is an easy process. Once you have become a registered *Star Wars* Galaxies Trading Card Game player and have found a tournament queue you wish to participate in, simply double-click the tournament to start joining the queue. At this point, the tournament will verify if you meet the entry requirements in Event Passes and any other entry cost (some Limited events require you to bring starter decks or booster packs). If you do not meet these requirements, the event will let you know and you will need to back out, obtain the correct entry fees, then attempt to rejoin the event.



Selecting Your Deck for the tournament is the next step in joining a tournament. Once you have met the entry fee requirements, you will need to select the deck you wish to play for the entire event. Click on the "Select Deck" button to search through a list of decks you have created in the Deck Builder. Any deck with a green check mark is a valid deck for the tournament you are attempting to enter, and any deck with a red "x" is an invalid deck for the chosen tournament. Once the tournament has started, you cannot change your deck in any way, so make your selection carefully. Once you have chosen your deck, click the "Join" button and you are now in the tournament! If you are participating in a Limited format tournament, there is no need to select any deck as you will be opening sealed starter decks and/or booster packs with which you will be constructing your deck.

Verifying You Are in the Tournament is a good thing to do to ensure that you don't miss out on any events. Once you have joined a tournament, you will get a pop up box that lists all the other players that have joined the same tournament queue. Do not close this box, as it will drop you from the tournament. Additionally, if you leave the Tournaments Lobby when this box is up you will leave the tournament automatically. If your tournament box is up and you have not left the tournament lobby, you can also verify that you are in the tournament by looking at your username in the list to the bottom right of the screen. If your name is green, then you are entered into a tournament correctly.

Tournament Start Triggers are different depending on what Type of Tournament Queue you are entered in. An On-Demand tournament queue will start when the player cap has reached its limit. A Scheduled tournament queue will start exactly on the date and time it is scheduled to start no matter how many players are currently in the queue.

Once you are entered in a tournament, there are several things that you need to know to make sure your experience is the best it can be.

Scoring for tournaments only affects Swiss tournaments. (Elimination tournaments remove players as they lose, so there is no need for a tournament score.) After a match is complete, each player will be given a score reflective of how they did in that match. The winning player will receive three (3) points and the defeated player will receive one (1) point toward their tournament score. As rounds progress, players will accumulate these points. The highest point total at the end of the tournament is declared the winner. In the case of ties, the higher placing players will be decided by strength of schedule tie-breakers. If there is an odd number of players as a round begins, the player with the lowest number of points will receive a "Bye" if he has not already received one. This is considered a three (3) point victory and that total will be added to his score at the end of the current round.

The Game Clock is an important thing to keep in mind as you play in tournaments. Each tournament will have a specified time limit for each round. This time limit will determine the amount of time each player has on his Game Clock. A Single Game match will have a Game Clock of 30 minutes, which is split between each player's personal timer. This means each player will have 15 minutes within the game to complete all of his strategy moves in an attempt to defeat his opponent. If a player's

time runs out, he loses the match, even if he was ahead on quests completed or avatar life remaining. **In Match Play, the Game Clock is for all games of the match**, so players can play slower in some games and faster in others, but have one continuous timer for all games. The standard Game Clock times are as follows:

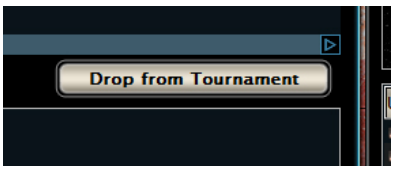
- Single Game – 30 Minute Game Clock – 15 Minutes for each player
- Match Play (2 of 3) – 60 Minute Game Clock – 30 Minutes for each player total
- Match Play (3 of 5) – 90 Minute Game Clock – 45 Minutes for each player total

Between Rounds, players may leave the Tournaments Lobby if they desire. A Tournament Timer will be located in the bottom left corner of the screen that will indicate how much time is left in the round, the current round number, and the tournament ID#. As long as you still have your tournament timer, you are still in the tournament. When the next round is ready to begin, each participant will be pulled back to the Tournaments Lobby. Any player can also get up to the minute scores and opponents by right-clicking the tournament information bar and selecting "Get Info."

Changing Decks Between Rounds is permissible for Limited events, but not for Constructed events. To change your deck in a Limited tournament, select the Deck Builder using the Navigator. This Limited Deck Builder includes only the cards you received in the current tournament. You can switch out cards from your deck as you see fit and re-save the deck to use these new cards. Subsequent rounds will feature this new deck. In Constructed tournaments, you are not allowed to change any cards in the deck you selected to use in the tournament. You can go to your Deck Builder and modify your current tournament deck, but the changes will not be made until after the tournament.

Disconnecting from a tournament is not fun, but there are several safeguards in place to ensure that the impact is as minimal as possible on the outcome of the tournament. Once you disconnect, you have 10 minutes to reconnect before you start losing games. After this 10-minute period, any game in progress will be forfeited, and subsequent games will instantly be forfeited as they start if you are still offline. However, if you reconnect quickly, the only thing you have lost is time on your Game Clock, as you will instantly be placed back in your game as you log in.

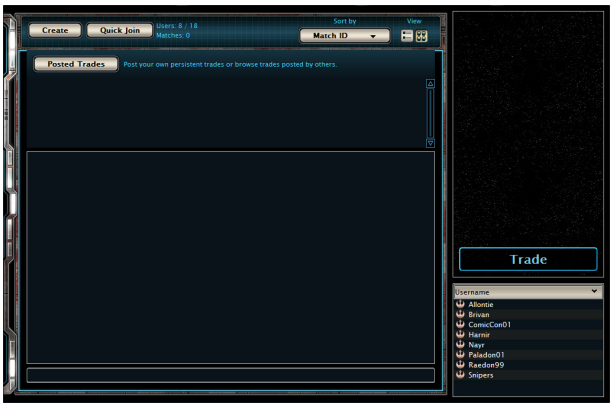
Dropping From a Tournament is sometimes necessary, as players have issues beyond their control that require them to leave the tournament. Once you are in a tournament, you will see a "Drop from Tournament" button. At any point, you may click this to remove yourself from the tournament you are currently participating in. Once clicked, a pop-up warning box will verify that you indeed want to remove yourself from that event. Players that drop from a tournament will receive any rewards they have earned at the conclusion of the tournament.



The Tournaments Conclusion will let players know what the final standings are, based on the points players have accumulated over the course of the event. (You can right-click on the tournament information bar and select "Get Info" to see this information.) At this point, rewards are given to players based on their performance in the event. However, some rewards will need to be manually awarded if they are special in nature, and can be given up to 48 hours after the conclusion of the tournament. When the tournament is concluded, a player's Tournament Timer will disappear and the player is now eligible to enter another event at his discretion.

Trade Lobby

The Trade Lobby is where players meet to trade cards, event passes, booster packs, and other tradeable objects.



The main areas of the Trade Lobby are similar to those of the Casual Lobby.

Trading with Other Players

To begin a trade with another player you can:

Type **/trade [player name]** into the chat; or

Right-click on a player's name in the User List and select **Trade** from the dropdown menu.

The other player will receive a popup asking if he would like to trade. If your offer is accepted, you and the other player are brought to the Trade Screen.

Trade Screen

The Trade Screen is similar to the Collection Manager. It features a **Collection Binder** and the **Filter & Search** options found in the Deck Builder and Collection Manager.

When you first enter the Trade Screen, your trade partner's collection will be visible to you (and, by default, he will be looking at yours). If you need to refer back to your own collection, you can click the tab at the top of the Collection Binder.

The Collection Binder lists cards in card number order within a set. You can click on the arrows (or the bottom corners of the binder) to move through the pages of the binder.

You will see only cards that your trading partner owns and has listed as willing to trade away. If you see a card you like, you can add it to a proposed trade in one of three ways:

Double-clicking on a card adds one copy to the proposed trade.

Clicking and dragging a card to the **You get** area of the screen adds one copy to the proposed trade.

Right-clicking on a card creates a dropdown list, where you can add 1-5 copies to (or remove them from) the proposed trade.

As you and your partner decide on cards you'd like to exchange, cards coming your way are shown in the **You get** area, while cards leaving your collection and going to the player are shown in the **They get** area. You can double-click on a card in either area to remove it from the trade. You can also click the **Clear** button to cancel the present trade proposal entirely.

When you and your partner are satisfied with the trade, click the **Accept** button. When both players click Accept, a confirmation dialog box will appear. When both players click **Accept** on that dialog box, the trade is completed and players swap cards. You will each receive delivery windows indicating your new cards moments after you trade. You may continue to process more trades, if you wish.

To end a trade session, you can either click one of the tabs on the right side of the screen (to Logout or move to a different lobby), or right-click on a blank space on or around the trading binder and select **Return to Lobby** from the dropdown menu that appears.

Posted Trades

In a posted trade, one player specifies the exact trade he is looking for (both what he wants and what he is offering in exchange), and leaves it in the Trade Lobby like a message board post, waiting for another player to reply and accept the trade. To access posted trades, you can:

Type /ptrade into the chat; or

Click the Posted Trades button in the Trade Lobby.

When you access posted trades, you'll see a window displaying all trades currently being offered by other players.

Posted Trades
Search
Filter
Create
ID#
Username
Offered
Want
Date posted
2 Shocho 2 x 1R15 Vaapad 1 x 1C14 Soresu 1 x 1C13 Shien (foil) Monday, July 28, 2008
3 Shocho 4 x 1U58 Leadership 3 x 1R158 Mind Trick Monday, July 28, 2008
4 Shocho 1 x 1P8 Death Star Hologram, Veteran's Re... 1 x 1R102 Burn (foil) 1 x 1R118 Rocket Launcher (foil) 1 x 1U207 Rifle Efficiency (foil) 1 x 1R209 Uprising (foil) 1 x 1U220 Leg Work (foil) 1 x 1U217 Bring Terror to the Terrorists (foil) Monday, July 28, 2008
5 Shocho 1 x 1C33 Second Wind 1 x 1U32 Sai Cha 1 x 1C38 Gungan Hermit 1 x 1C34 Stamina (foil) 1 x 1R37 CorSec Soldier (foil) 1 x 1C7 Heightened Speed 1 x 1C7 Heightened Speed (foil) 3 x 1R5 Force Regeneration (foil) Monday, July 28, 2008
4 posted trades.
Close

If you see an offer you'd like, and you have what is specified in the Want column, double click on the listing. Click the box at the lower left to "Only show trades I can accept."

You'll be shown a detailed listing of the items involved, and be given the choice to Accept or Close the trade. If you accept, the server will first confirm that both parties still own the items in question, then automatically complete the trade.

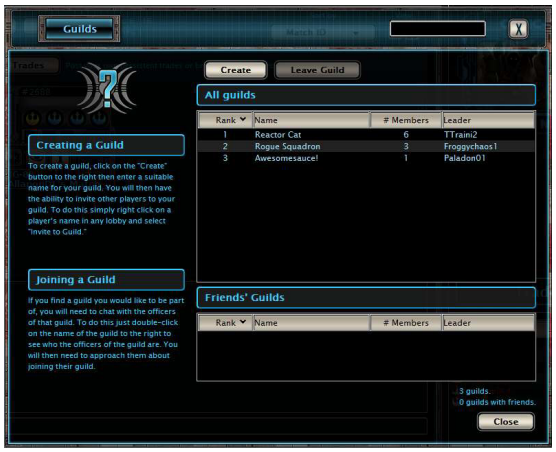
You can use the Search field to look for trades involving specific items. The trade list updates immediately, as you type.

To post your own trade, click the Create button at the upper left of the posted trades window.

You'll be taken to a special version of the Trade Screen. It works the same way as it does during a live trade, but you will have to specify both sides of the trade yourself by toggling between the Their and Your tabs at the top of the trade binder. Also, the Their collection tab will display a collection of 4 copies of every card. Once the You get and They get windows correctly display your proposed trade, click Accept to post it. From there, all you have to do is wait for another player to come along and agree to your terms.

Guilds

Guilds are player-made groups that any player may create or join. You may access Guilds from the Navigator, or by typing /guild in lobby chat. You'll see a window displaying information about all current guilds.


Guilds
Create
Leave Guild
All guilds
Rank
Name
Members
Leader
1 Reactor Cat 0 TTraini2
2 Rogue Squadron 3 Froggychaos1
3 Awesomesauce! 1 Paladon01
Creating a Guild
To create a guild, click on the "Create" button to the right then enter a suitable name for your guild. You will then have the ability to invite other players to your guild. To do this simply right click on a player's name in any lobby and select "Invite to Guild."
Joining a Guild
If you find a guild you would like to be part of, you will need to chat with the officers of that guild. To do this just double-click on the name of the guild to the right to see who the officers of the guild are. You will then need to approach them about joining their guild.
Friends' Guilds
Rank
Name
Members
Leader
3 guilds.
0 guilds with friends.
Close

All Guilds

Rank: This is the guild's ranking in relation to other guilds. A guild's ranking is determined by combining the overall ratings of all guild Members.

Name: The guild's name.

 # Members: This is the current number of players in the guild. Each guild can have up to 100 players.

Leader: The creator of the guild, who may invite or remove members as needed.

Members: All players in the guild are listed here, whether they are online or not.

Friends' Guilds

This is a listing similar to the All Guilds listing, however, these guilds contain users that you have flagged as a friend. This handy reference will let you know what guilds you might want to join or have friendly competition with.

Creating a Guild

To create a guild, click the Create button at the top of the screen. This will bring up a dialog box where you can enter the guild's name. Name your guild appropriately (keeping in mind the code of conduct) and when done, click Create.

You can't create a guild if you are already a member of a guild.

Inviting Members into Your Guild and Joining Existing Guilds

If you are the leader of your Guild, you may invite other players who are not already members of other guilds to join. You can do this in your Guild's user interface by entering their name in the "Invite New

Members" dialog box. You may also invite players in a game lobby in two ways:

Right-click on the player's name in the user list and select Invite to Guild from the drop-down menu; or

Type: /guildinvite [player name] into the player chat.

The player will receive a pop-up message with your invitation and a link to the details of your guild.

Leaving a Guild

Should you wish to leave guild, you may do so in two ways:

Click on the Leave Guild button in the Guilds window; or

Type /leaveguild into the player chat of any lobby.

If you are the leader of the Guild, another player will become the leader. (Should you later wish to rejoin the guild, you will need to contact that person.)

Removing Players from Your Guild

Should the need arise, the leader of a guild can eject a player from the guild by right-clicking on their name in the Guild Members user interface and selecting "Kick from Guild," or by typing:

/guildkick [player's name]

Viewing Your Guild Details

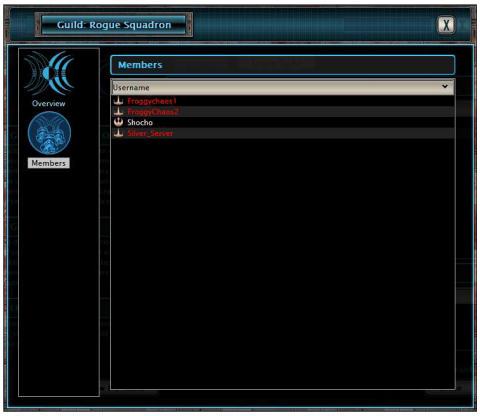
Overview

This section shows you guild details such as Officers, your Guild's Total Ratings, and your Guild's Average Ratings.

Officers: These users can modify the Guild Message, and invite and remove members in the guild. The Guild Leader can create Guild Officers by right-clicking on a username in the Guild Member user interface and selecting "Grant Guild Officer Status." The Guild Leader also has the ability to revoke Officer status in the same manner.

Total Ratings: These are representative of the cumulative ratings of all members of this Guild.

Average Ratings: These are representative of the average ratings of all members of this Guild.



Members: This section is a listing of all of the members in your Guild.

Settings

This section is for Guild Leaders and Guild Officers

Invite New Members: Enter a player's username in this box to invite them to your guild.

Guild Message: Guild Leaders and Officers can set a Guild Message by typing in this box. When any member of your guild logs in, they will have a pop up that lets them know what this message is. Additionally, you can check the "Send to all logged in members of the guild immediately" button when you submit a guild message, and it will instantly broadcast this message to all logged in members of your guild.

Guild Chat

Each member of a guild can chat with each other in private via the Guild Chat function. To use Guild chat, simply type "/g [message]" in any chat window and your message will be able to be viewed by all members of your guild. Guild Chat appears in green text, with your guild's name preceding the name of the user who sent it. You can use Guild Chat in Scenarios, Casual Games, Tournament Games, and any lobby.

Guild-Only Matches

One feature of being in a guild is the ability to establish Guild-Only matches in the Casual Lobby and in the Trade Lobby. When you create a match in either of these lobbies, you will see the option to make your match Guild-Only. A Guild-Only match can be joined or observed only by players in your guild.

Guild-Only Trades

When creating a Posted Trade, you have the ability to set it so that only members of your Guild can accept the trade. A Guild-Only trade can only be viewed by members in your Guild.

Lobby Chat

All lobbies (and many other screens) have their own chat windows. Upon entering a lobby, you automatically join its chat window, and can see any message sent to it.

To the right of each chat window is a **User List** showing who is in that lobby.

Chat Window Commands

There are several commands that can be entered in the chat window.

/time

Entering "/time" gives you the time, according to the server clock. Scheduled events always refer to this time.

/me

Entering "/me" causes the text following the command to appear in the chat window, preceded by your name. For example, if your username was Demonstrator, and you entered

/me is demonstrating an emote.

the following will appear in the chat window:

Demonstrator is demonstrating an emote.

/ignore

Entering "/ignore" adds a player to your Ignore List. You no longer see any text output from that player, he can no longer invite you to trade, he cannot ping you, and he can no longer join casual games you are hosting. For example, to ignore the player Bob, you would type:

/ignore Bob

/unignore

Entering "/unignore" removes a player from your Ignore List. For example, to remove Bob from your Ignore List, you would type:

/unignore Bob

/addfriend

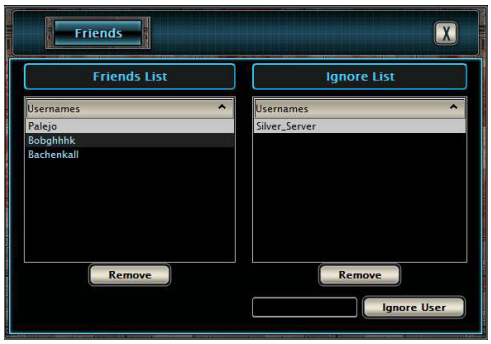
To add a player to your Friends List, enter "/addfriend" when that player is in the same lobby as you. For example, to add the player Bob to your Friends List, you would type:

/addfriend Bob

/removefriend

To remove a player from your Friends List, enter "/removefriend" when that player is in the same lobby as you. For example, to remove the player Bob from your Friends List, you would type:

/removefriend Bob



You can manage your Friends List and your Ignore List by selecting Friends from the Navigator.

/sayto

Entering "/sayto" directs a comment in the chat window to a particular player in the same lobby as you. All players can still see the comment, but it is prefaced with "(to)" to indicate the player it is intended for. For example, if your username is Carol, and you want to say "Hello" to Bob, you would type:

/sayto Bob Hello

The following would appear in the chat window:

Carol (to Bob): Hello

You may instead enter "/st" to use this command.

/whisper

Entering "/whisper" sends the content of message privately to a particular player in the same lobby as you. It will appear only in that player's chat window. For example, if your username is Carol, and you want to send a private "Hello" to Bob, you would type:

/whisper Bob Hello

The following would appear only in Bob's chat window:

Carol whispers to you, Hello

While you would see:

You whisper to Bob, Hello

You may instead enter "/w" or "/msg" to use this command.

/ping

Entering "/ping" will cause a system beep and a text message to appear in that player's chat window.

/joingame

Entering "/joingame" allows you to join a game you specify (by the number on its Match Medallion), as long as it has available seats. For example, to join game #127491, you would type:

/joingame 127491

/observegame

Entering "/observegame" allows you to join a game you specify (by the number on its Match Medallion) as an observer. For example, to join game #98326 as an observer, you would type:

/observegame 98326

/resume

Entering "/resume" gives you a popup window listing your adjourned games currently available to resume. For a game to be available, all opponents from that game must currently be in the same lobby. You can **Resume** or **Delete** an adjourned game using the buttons in the window.

/trade

Entering "/trade" asks a player if he would like to enter a trade session with you. It functions exactly the same way as right-clicking a player's name in the User List and selecting "Trade." You must be in the Trade Lobby to use this command.

/help

Entering "/help" or "/?" prints a list of all available commands in the chat window.

Additional Commands

In any chat window, you may also use the following keys:

Up Arrow *and* Down Arrow: Scroll through the previous messages you have typed.

Left Arrow *and* Right Arrow: Move the cursor left or right within the message you are currently typing.

Home *and* End: Move the cursor to the beginning or end of the message you are currently typing.

Shift-Left Arrow *and* Shift-Right Arrow: Highlight text to the left or right of the cursor. (You can also highlight text using the mouse.)

Ctrl-C: Copy the currently highlighted text.

Ctrl-X: Cut the currently highlighted text.

Ctrl-V: Paste the currently highlighted text.

User Lists

To the right of the chat window in each lobby is a list of the users currently in that lobby. Next to each player's name is his Player Avatar. The color of a name indicates that user's status.

White indicates the player is currently in the lobby.

Green indicates the player is in the process of starting a game.

Red indicates the player is in a game, the Deck Builder, or the Collection Manager.

Dark Gray indicates the player is at the Main Lobby.

If you right-click on a player's name or icon, you'll get a dropdown list with several useful commands:

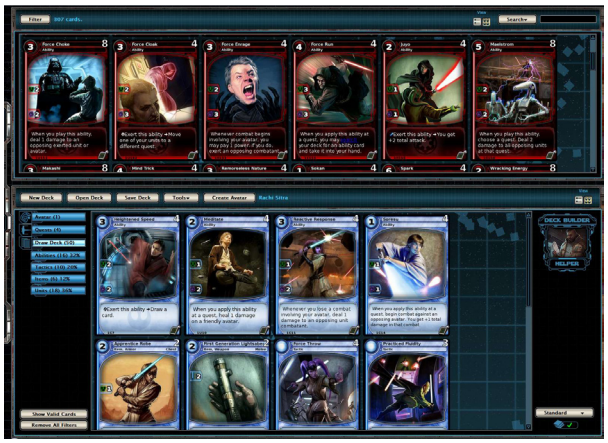
Challenge (only available in the Casual Games Lobby)
Join hosted game (only available in the Casual Games Lobby)
Observe match (only available in the Casual Games Lobby)
Trade (only available in the Trade Lobby)
Add to friends list
Ignore
Invite to guild
Kick from guild
Get info

DECK BUILDER

You can start playing *Star Wars* Galaxies Trading Card Game right away using any starter deck. Most players, however, enjoy the deeper strategy of personalizing their own decks. You may build a deck using any of the cards in your collection.

Constructing Your Deck

Using your online collection, you can create decks for casual matches and Constructed tournaments.



The top portion of the screen is a "collection container" showing all the cards in your collection. The bottom portion is a "deck container" showing the cards in the deck currently under construction. On the top of the screen is the **Filter** button and **Search** button. Between the top and bottom portions of the screen are buttons for **Open Deck**, **Save Deck**, **Tools**, and **Create Avatar**.

The collection container and deck container can be viewed in either Graphic View or Table View. Table View hides the illustrations, but allows you to sort by card title or attributes.

You can add cards to your deck in two ways:

Double-click a card to add one copy;

Right-click a card and select the number of copies you'd like to add to or remove from the deck.

See the section on **Filters & Search** Options for more information on searching your collection for specific cards.

Deck Builder Options

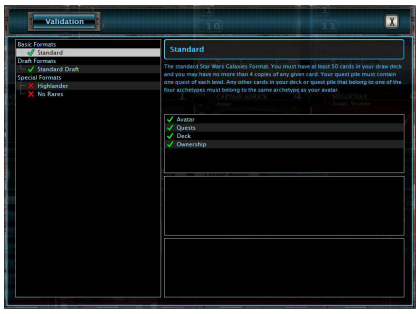
In the middle of your Deck Builder, there are several options for managing your deck files.

New Deck clears the deck you're working on (if any). **Open Deck** opens decks you've already saved. **Save Deck** saves the deck you're currently working on. Decks are saved not on your computer, but on the server. **Tools** provides an assortment of helpful selections. **Create Avatar** lets you make your own avatar card.

Tools

The Tools button has a dropdown menu with several selections. **Validate** will check your deck against several different play formats. **Statistics** show you a breakdown of your deck's cards by type and cost. **Test Draw** lets you simulate an opening hand. **Deckbuilding Wizard** helps you create your own deck design, step by step.

Validate

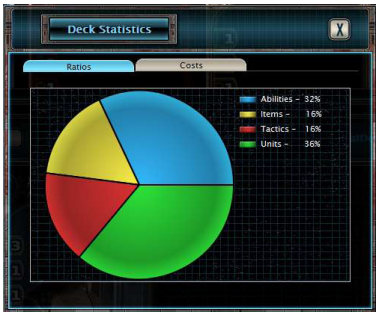


The Validator is a tool you can use to check which play formats allow your current deck. Clicking on the various format names at the upper left displays a description to the right.

If all the fields below the format description display a green checkmark, the current deck is legal for that format. If *any* field displays a red **X**, the deck is not legal for that format. You may click any red X for an explanation of the problem.

Statistics

This option accesses a series of charts and graphs detailing the composition of your deck. Your avatar and quests are not included in any of the calculations.



The **Ratios** tab shows a pie chart and percentages of each card type in your deck.

The **Costs** tab shows a bar graph and the number of each card type, by cost, in your deck. Percentages are also displayed.

Test Draw

This option can help you get a sense of what an average hand might look like for the currently active deck, or how many card draws it might take to get a combo into play. It defaults to a sample opening hand of six cards. Click on cards in the hand to discard them, and click **Draw** to draw a new card. Click **Shuffle & Redraw** to restart the process.

Create Avatar

Avatar Creator
What species are you?
I am curious, innovative, resilient, and ambitious. I am Human.
I am a tough survivor, with intelligence and cunning. I am Twi'lek.
I am proud, strong, confident, and independent. I am Zabrak.
I am outgoing, mercantile, and pragmatic. I am Sullustan.
Back
Next

This button allows you to create your own avatar card. It's a multi-step process, and you'll be guided through each decision.

- Select your species.
- Select your gender.
- Select your career.
- Answer a few more questions and then name your avatar.

To the right are a series of radio buttons to make your selections, and on the left you can watch your card change with each one. A "Back" button is provided in case you want to review your choices.

Once you're done creating your avatar, give it a name and then it's saved as a card in your Collection and Deck Builder to make new decks.

Limited Deck Builder

When you participate in a Limited tournament, you will use a special version of the Deck Builder to construct and modify your deck. It is

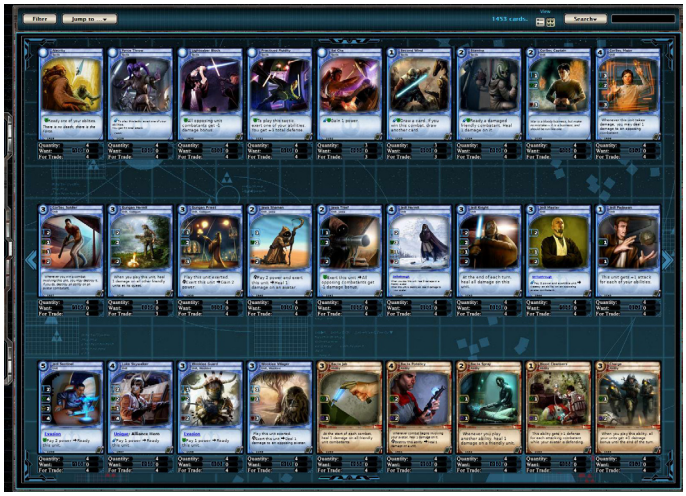
similar to the normal Deck Builder, though you will only have access to the cards available to you in that tournament.

Before the first round of the tournament begins, you'll have a fixed amount of time to construct your deck. The time remaining to you will be displayed at the top of the screen. When you complete your deck, click the **Save Deck** button near this timer to signal you are ready to begin. If there is an error with your deck, your deck will not be saved, and the Deck Validator will open to explain the error.

Between rounds of the tournament, you may return to the Limited Deck Builder. If you finish a round early, you may use the extra time you have to make modifications to your deck. (Again, you are limited to the cards you can access during the tournament.)

COLLECTION MANAGER

The Collection Manager is where you organize your cards, packs, and decks.



All of these things are displayed in a virtual Collection Binder. You can move around your binder by clicking on the arrows at the bottom corners of the binder pages.

The Collection Manager is also where you open products you've bought in the Online Store, won in tournaments, or received from other players in trade. New, unopened items appear on the first page(s) of your binder. Right-click on a starter deck or booster pack to open it (or, if you wish, multiple packs).

The Collection Manager can list your cards in Graphic View or Table View. You can toggle between the two using the button in the upper right corner of the Collection Manager screen.

When in the Graphic View, there are three numbers listed under every card:

Quantity (how many copies you own);

Want (how many copies you'd like in your collection); and

Trade (how many extra copies you have) or **Need** (how many copies you want to add), depending on whether your Qty is higher or lower than your Want for that card.

You can adjust the Want field using the up and down arrows. When you participate in a trade, other players will see *only* the cards that you want to trade (cards with a Trade value of 1 or more). This makes trades easier by only displaying those cards that you wish to trade.

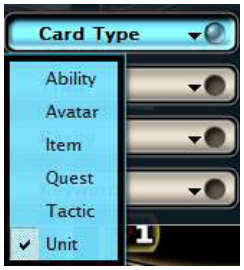
If you'd like to search for a specific card, you can use the **Filters & Search** options at the top of the Collection Manager.

FILTERS & SEARCH OPTIONS

While using the Deck Builder or Collection Manager, or while engaging in Trade with another player, you may wish to search for a specific card, browse for cards of a certain type, or maybe search for cards with a certain word or phrase in their title or text. To do this, use the **Filters & Search** options located at the top of the screen.

Clicking on the Filter button will display a number of search options that let you limit your view to cards of a specific archetype, card type, etc.

These filters are off by default. When a filter is on, the light beside it will be switched on.



When you access the dropdown menus, left-clicking on an entry will toggle it on or off.

*For example: If you access the Card Type dropdown menu, then left-click on **Ability** and on **Avatar**, you will only see ability and avatar cards.*

Numeric Attribute Filters

The Numeric Attribute Filters allow you to filter by card or collection attributes that contain numeric values, such as cost, attack, defense, and more. You can select an attribute and a logical operator from their respective dropdown menus, and enter a numeric value to filter by. These filters are enabled and disabled by clicking them.

The logical operators are:

>	Greater Than
>=	Greater Than or Equal To
=	Equal To
<=	Less Than or Equal To
<	Less Than
!=	Not Equal To

Search

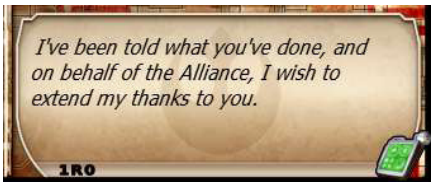
You can enter text into the search input window. This will filter the card pool based on that text. By default, the game searches title, keywords, game text, artist, and lore. You can limit the search to particular fields by clicking or right-clicking any of the elements in the **Search** dropdown menu.

Game Text

This describes what the card does in the game. Some game text includes special highlighted terms. Left-click on any such term to get a tooltip explaining it in detail.

Lore

This italicized text tells you more about the storyline of the game. It does not directly impact gameplay.



On some cards, the game text is too lengthy for the lore to be displayed at the same time. Click the lore button (the datapad icon) at the lower right of a card to toggle between the game text and lore of such cards.

Collector Information

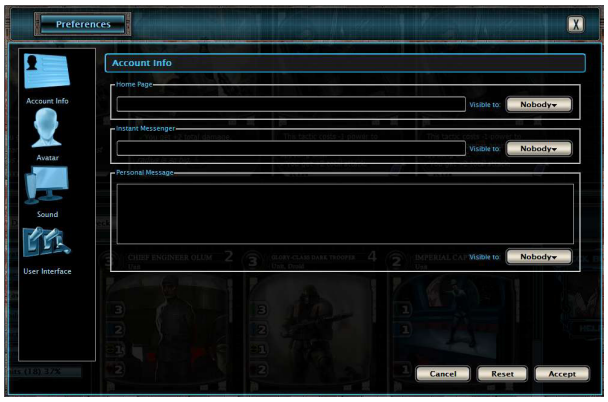
On the bottom edge of every *Star Wars* Galaxies Trading Card Game card, you'll find information to help you identify its rarity and the set it comes from. The first number tells you which set the card comes from (for example, 1 is *Champions of the Force*). The letter tells you the rarity of the card (R is rare, U is uncommon, C is common, and F is a card found in starter decks or a reward card for completing a scenario.) Last is the number for that card in the set.

Some cards have a P for their rarity, marking a special Promo card separate from (but related to) a normal expansion set. These cards are made available in a variety of ways, including gifts to subscribers, rewards for high-level tournaments, and more.

PREFERENCES

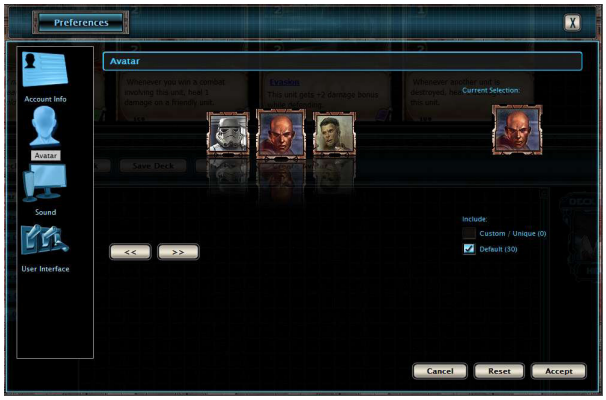
The Preferences can be accessed from the Main Lobby or Navigator. They offer a number of ways to customize the game's behavior and appearance. It is split into four categories. Clicking **Accept** on any Preferences screen saves any modifications you've made. Clicking **Reset** cancels your most recent changes.

Account Info



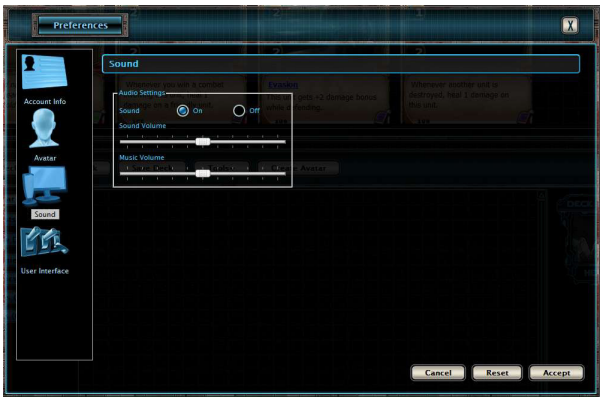
This page of the Preferences screen lets you determine what other players see when they click on your name in a User List and **Get Info** on you. You can write a personal message, include details like an instant messenger handle and home page, and decide which elements of your information are viewable to everyone, no one, or just your buddies.

Avatar



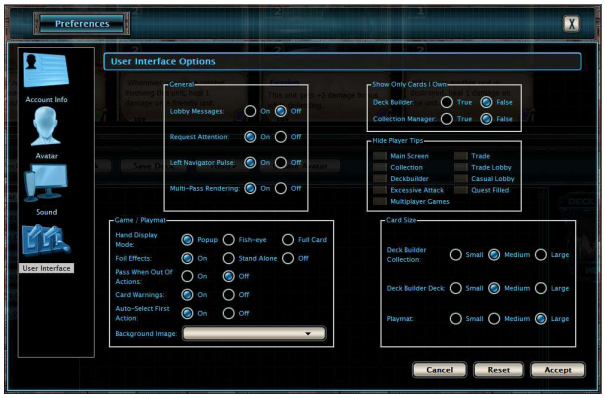
Here you can select your in-game avatar to be displayed when you create a game or play a game. This represents you, the player, and is not related to the avatar cards in your collection.

Sound



Adjust volume of sound and music separately or mute all sound.

User Interface



This screen lets you select options for many user interface selections in several categories.

General

Lobby Messages: Turn on to show arriving and leaving lobby messages.

Request Attention: Turn on to receive pings from other players.

Left Navigator Pulse: Turn on to activate the flashing animation for the slide-out Navigator.

Multi-Pass Rendering: Turn on for improved performance.

Show Only Cards I Own

Select *True* to show only the cards you own in the **Deck Builder** or **Collection Manager**.

Hide Player Tips

Click the boxes to hide the Player Tips for the **Main Screen, Collection, Deck Builder, Trade, Trade Lobby, Casual Lobby, Excessive Attack,** or **Quest Filled**.

Game/Playmat

Hand Display Mode: Select one of three possible modes to display your hand: *Popup, Fish-eye,* or *Full Card*.

Foil Effects: Turn on to see special animated effects for your foil cards.

Pass When Out of Actions: Turn on autopass, which automatically passes for you when you have no available actions.

Card Warnings: Turn on to receive a warning dialog when you're about to replace a card that has a restriction.

Auto-Select First Action: When you double-click a card on the playmat that has more than one available action, if this option is on, it will automatically select the first one. If this option is off, you'll receive a drop-down menu of available actions to select from.

Card Size

Select *Small, Medium,* or *Large* size to display cards for your **Deck Builder Collection, Deck Builder Deck,** and **Playmat**.

PLAYING THE GAME

This section explains all the rules of the game, plus the in-game interface. First, a normal 2-player, 1-versus-1 game is described. Later you will find rules for Multiplayer team games and heroic encounters. You'll find it easier to learn the basics by playing the tutorials. Access them from the **Lobby** by clicking on the **Tutorials** button.

TYPES OF CARDS

There are six different types of cards in *Star Wars* Galaxies™ Trading Card Game: avatar, quest, unit, ability, item, and tactic.

Whenever the game text of a card directly contradicts these rules, the card takes precedence. The card overrides only the rule that applies to that specific situation.

Some cards have terms that appear highlighted in blue. You can click on these terms to get an explanation of their meaning.

Avatar

Each deck contains exactly one avatar. Your avatar represents the character you've chosen to play in *Star Wars* Galaxies™ Trading Card Game. The *item* and *ability* cards you play are usable only by your avatar. Your character persuades the denizens of the galaxy, called *units* in the game, to join your cause.

Your avatar is a card that's played to the playmat as soon as you enter the game. Next to that are its attributes, a red health bar, and a blue power bar. Right-click this portrait to see a larger version of your avatar card. Click that again to make it go away.

This avatar represents you, the player, and you lose the game if it is destroyed.

Attributes

Avatars have three different attributes:

Attack – Used when you're attacking to increase your chance of winning a combat.

Defense – Used when you're defending.

Damage Bonus – Used to increase the amount of damage you'll deal when you hit an enemy in combat.

Exerting

All three attributes on your avatar don't do anything until you *exert* your avatar to use one of them. To use the attribute on a card, you have to exert that card.

Like many decisions in *Star Wars* Galaxies™ Trading Card Game, exerting your avatar is a trade-off. If you exert for attack during a combat, you won't be able to exert for damage bonus later in that same combat. If you exert for defense during your opponent's turn, you won't be able to exert for attack in your next quest phase.

Health

Your avatar also has a limited amount of **Health** – this is the amount of damage that must be dealt to the avatar to destroy it. When your avatar runs out of health, you lose the game.

Health is represented on your avatar card with a heart icon, and on the playmat it's a red bar to the left of your avatar picture.

Archetypes

Each avatar is one of four *archetypes*:

- **Jedi –** Those devoted to the light side of the Force.
- **Rebel –** Soldiers of the Alliance like Officers and Medics.
- **Imperial –** Soldiers of the Empire like Commandos and Spies.
- **Sith –** Those who worship the power of the dark side.

Any other cards in your deck that belong to one of those four archetypes must be compatible with the archetype of your avatar.

Traits

Just below your avatar's card title is a line that has *traits* (including card type). A trait is a label on a card that can be referred to by the game text of other cards. Your avatar has a species trait, such as "Twi'lek" on Rachi Sitra's card.

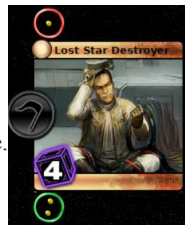
Game Text

At the bottom of your avatar card is a box that has game text, which adds strategic options with actions you can take to help you win the game.

Quest

Each player has a quest pile that contains exactly four quest cards, one each of levels 2, 4, 5, and 6. A quest is like a mission your avatar must take several steps to complete. Using your avatar, you will attempt quests and try to complete them. When you complete a quest and your quest pile is empty, you win the game.

Levels



The level of a quest tells you how many level tokens are needed to complete it. When you enter the game, the level 2 quest in each player's quest pile is played to the playmat.

Like your avatar card, many quests have an archetype. You can only add a quest that has an archetype to your quest pile if it matches the archetype of your avatar. Some quests are generic (they have no archetype) and they can be added to any quest pile.

When you complete a quest, the next-highest quest is played from your quest pile to replace it.

Unit

Units are denizens of the galaxy that have been inspired or coerced to support you against the enemy. They have the same attributes as your avatar (attack, damage bonus, and defense) and they have health, though they are more easily destroyed.

When your units are at a quest that your opponent is attempting, he'll have to fight his way through them to apply an ability there.

When you play a unit, you'll have to select one of the two quests on the playmat.

If you want to raid your opponent's avatar, play your unit to a quest where your opponent has no units.

If your opponent has units at a quest, you can play units there and raid to clear them out.

Ability

Ability cards represent the skills and talents learned by your avatar in your adventures across the galaxy. They defend you in combat, and they also help you complete quests. Ability cards are shuffled into your deck and played from your hand. They belong to your avatar.

Like units or avatars, most abilities have a defense attribute. When your avatar is defending, you can exert one of your abilities to add its defense attribute to your total defense.

Most abilities also have a level attribute. Quest cards and most ability cards have levels. The level of a quest determines how hard it is to complete it. The level of an ability determines how many level tokens it creates when you apply it.

If your ability is exerted for defense on your opponent's turn, you won't be able to *apply* it during your next quest phase. When you apply an ability to a quest, a number of level tokens equal to that ability's level are created at that quest.

Once you select a quest to attempt, you'll have to fight any opposing units at that quest. Any units you have at that same quest won't fight alongside you. You'll have to run this gauntlet alone.

Item

Item cards are used when your avatar is in combat. Items have attributes like units and avatars. Items don't have health.

Weapons

Items that have the *weapon* trait often have attack and damage bonus attributes.

Armor

Items that have the *armor* trait often have a defense attribute.

Many item cards have an archetype, limiting them to decks that are using an avatar that has a matching archetype. Some are generic, having no archetype, and they can go into any deck.

Restrictions

Many item cards have a *restriction*. You can have only one card for each restriction on the playmat.

When you play a card that has the same restriction as another card you already have on the playmat, two things happen.

1. The card you have in play is destroyed.
2. You draw a card.

Tactic

Tactics provide surprise and let you turn the tables on your opponent. They can be played only during combat. Once a combat has begun, players alternate performing actions beginning with the attacker. When it's your turn to act, in addition to using the cards you have on the playmat, you can also play a tactic from your hand.

Like other card types, tactics often have an archetype. There are also generic tactics, usable in any deck.

Many tactics don't have a cost to play them. To play a card that has a power cost during your opponent's turn, you have to save power from your previous turn.

Tactics usually have conditions in their game text that limit how they can be played. Some only work when you're attacking or defending, and some work only on units or avatars (not both).

When a tactic card is played, its effect occurs and then it's placed in the discard pile.

EXERT AND READY

Exert

Except for quests, your cards on the playmat can be either "ready" (available for your use), or "exerted" (they have been used, or are otherwise unavailable to you).

When a card is exerted, its image becomes shaded. A symbol shows you why that card was exerted (attack, defense, damage bonus). Otherwise, the card is ready.

Many actions you can take in the game require you to exert a ready card. You can only exert a card that is ready.

Ready

When you ready a card, that card is no longer exerted. You can only ready an exerted card. During each of your ready phases, every exerted card that you control is automatically readied.

THE GAME SCREEN

The Game Screen is where all the action takes place. It is divided into several areas, explained below.

Each player has a *deck*, a *hand*, a *discard pile*, an *avatar*, and a *quest pile*. Each player has an *items* area and an *abilities* area. The middle of the playmat is divided into left and right zones, and each one has one *quest*.

Your Deck

Your deck is shuffled before the game begins. Players can't look at the cards in either deck, but icons to the left of the screen tell you how many cards remain in each deck.

Your Hand

Your hand is made up of cards drawn from your deck. They're displayed at the bottom edge of the screen. At any time, you can mouse over the card tops at the bottom of the screen to see the entire card. Icons to the left of the screen tell you how many cards are in each player's hand.

If you want more information on a card in your hand (or on the playmat), you can hover your mouse over it to view its tooltip. You can also right-click on any card to make a magnified image of it appear on screen. Click on that magnified image to close it.

Your Discard Pile

Your discard pile is where cards go when they're discarded or destroyed. Icons to the left of the screen tell you how many cards are in each player's discard pile. You can click those icons to see those cards. At the start of the game, there are no cards in either player's discard pile.

Your Avatar

Your avatar is the main card in your play deck. It's played to the playmat before the game begins. Your avatar is at the bottom of the playmat, just above your hand. Your opponent's avatar is at the top of the screen. It's like your character.

All the item cards a player plays appear to the left of his avatar, while the ability cards he plays appear to the right.

Along the left edge of each avatar are two vertical bars. The blue one is that avatar's power meter and the red one represents that avatar's health.

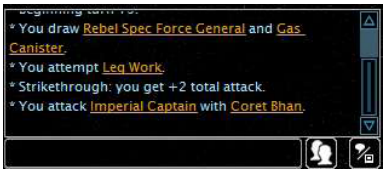
Each of these two bars is segmented depending on the total number it represents.

For example, if your avatar has 11 health and has taken 1 damage, it will have 10 red segments at the bottom and 1 darkened at the top.

Info Button

Located on the playmat avatar of the boss of a heroic encounter or a scenario opponent, you can click this button to display the victory conditions for the game you're playing.

Chat Log


* You draw Rebel Spec Force General and Gas Canister.
* You attempt Leg Work.
* Strikethrough: you get +2 total attack.
* You attack Imperial Captain with Coret Bhan.

In the lower right of the game screen is the chat log. This contains text messages from the game, as well as messages from your opponent and anyone observing. You can use the scrollbar to travel up the log and read old messages – a useful feature, since plenty can happen in a game and you might want to go back and read about it.

Game Messages

Any message relating to the events of the game starts with an asterisk. For example:

> * You draw **Field Command Boots**.
> * Shocho draws a card.

Cards mentioned in the Log will be underlined, and in colored text. You can click on any of these underlined names to make a magnified image of that card appear on screen. Click on that magnified image to close it.

Talking to Other Players

Messages from your opponent (and any observers) start with the player's name, such as:

> Paladon: I think your Sith Shadows are going to crush me.

You can type messages into the Chat Log and send them by pressing the Enter key.

In games with observers, it may be necessary to direct your text at a certain player. To do so, type /st (player name) or, to send a private whisper, /whisper (player name). *(For example: To whisper a private message to Vicki, you'd type:* /whisper Vicki Come to see me get smashed?*)*

Chat Log Options

The button at the bottom of the Chat Log allows you to filter what types of messages will be displayed in the log. Simply click on it to toggle between options.

This option displays all player chat and game messages. This is the default setting.

This option displays only player chat. You won't see any game messages.

This option displays only game messages. You won't see any player chat.

Prompt

Appearing on the playmat is the prompt, a constantly updating message that tells you what is happening in the game. The prompt tells you if the game is expecting you to perform actions or make some choice, or if you are waiting on your opponent to do so.

Many times (such as during your main phase), one or more buttons may appear here for you to provide input.

The Playmat

The playmat is the focus of the game. This space where you and your opponent face off is divided into a number of smaller sections.

Right-clicking on the playmat generates a dropdown menu where you can choose to concede a game, offer a draw (in a Casual Game only), or offer to adjourn the game (saving it to be completed later).

Review Dialogs

At any time during a scenario or heroic encounter, right-click the open area of the playmat to select the Review Dialogs option. You'll see a list of all the dialogs presented previously in this game.

Quest Meter

At the center of the playmat is the quest meter. Your progress and your opponent's progress in completing quests is displayed here.

During combat, information pertaining to your attack or defense in the combat appears just below (or above) the quest meter.

Quests

Two quests are always on the playmat. A line connects the quests, running through the quest meter. Any unit cards a player plays at a quest will appear on his side of this line (above or below it).

Player Info Panel

Each player in the game has a player info panel along the left edge of the playmat. These contain important information about each player. That player's name is displayed, along with the following three statistics.

Number of cards in hand. You can't view the cards held in the hands of your opponents.

Number of cards remaining in his deck. When a player has to draw a card and can't, he loses.

Number of cards in his discard pile. You can click on the discard pile icon to view the cards in that player's discard pile.

Phase Meter

Located at the bottom left corner of the playmat, the Phase Meter shows the current phase and turn number, along with a unique match number assigned to the game. You can mouse over the phase icons to see tooltip explanations.

Quest Pile

You can click the quest pile icon to view the quests remaining in your quest pile. You can't view quests in your opponent's quest pile.

WINNING THE GAME

There is one way for you to win the game and two ways to lose:

- **Win the game by completing a quest when your quest pile is empty.** (Normally, when you complete your fourth quest, you win.)
- **Lose the game when your avatar is destroyed.**
- **Lose the game when your deck runs out of cards.** (If at any time you need to draw a card and have none remaining, you lose the game.)

In rare situations, it is possible for all players' avatars to be destroyed simultaneously as part of a single game action. In that case, the player currently taking his turn is the winner.

SETTING UP A GAME

As soon as you enter the game, several things happen automatically.

1. The first player is determined randomly.
2. Each player's avatar is played.
3. Each player's level 2 quest is played.
4. Each player's deck is shuffled.
5. A hand of six cards is drawn for each player.

Redraw Your Hand

Starting with the first player, each player gets the opportunity to redraw his or her opening hand. There's a penalty, however, Your avatar is dealt 1 damage. Each player can redraw his or her hand only once per game, and only at the start of the game.

When both players have settled on their opening hands, the first player's turn begins.

TURN SEQUENCE

Players alternate back and forth, each taking a turn until the game ends. Each turn is divided into four phases that occur in order:

- **Draw Phase**
- **Quest Phase**
- **Ready Phase**
- **Main Phase**

At the lower left of the playmat area is the *phase meter*. Each phase of the turn is shown there by an icon that you can mouse over for more information.

Whether you're taking your turn or it's your opponent's turn, the phase the active player is currently in is illuminated.

DRAW PHASE

The turn begins with your Draw Phase. At the start of your Draw Phase, you gain power. The amount you gain is equal to 3 plus the number of quests completed by both players.

For example, if you have completed 1 quest and your opponent has completed 2, you receive 6 power (base of 3 + 1 for your quest +2 for your opponent's quests) during your draw phase.

Then, two cards are drawn from your deck and added to your hand and that ends your Draw Phase. If at any time you have to draw a card from your deck and you can't because none remain, you lose the game.

Note that if you take the first turn of the game, you do *not* draw two cards at the end of your first Draw Phase. This rule doesn't apply on the first turn of any other player.

QUEST PHASE

Next is your Quest Phase. If you have no ready abilities that have levels on the playmat, you skip this phase. Otherwise, you must follow these steps:

1. Select a quest to attempt.
2. Begin combat between your avatar and any opposing units at that quest.
3. Whether you win or lose the combat, apply *one* of your ready abilities that has a level at that quest.
4. If you have enough level tokens at that quest, it's completed and you gain 1 power.

Whenever you apply an ability to a quest, that ability is destroyed and a number of *level tokens* equal to the level of that ability are created at that quest.

A completed quest is replaced with one from your quest pile – the one remaining that has the lowest level. You do this even if the quest you completed belonged to your opponent.

As you complete quests, a number of gems become illuminated on your quest meter, located in the center of the playmat.

Whether you complete the quest or not, the quest phase then ends.

When you complete your fourth quest, you win the game!

More on the Quest Phase

Though it doesn't occur often, it is possible for you to begin a quest and then have all your abilities become exerted in combat before you have a chance to apply one. In such a case, the quest phase ends immediately after the combat.

Some cards make it possible to move a level token from one quest to the other. If a level token is moved and makes a player's total level tokens at a quest high enough to complete it, he doesn't complete it until the next time he quests there.

Attempting a quest in the quest phase is *not* optional. If you control any ready abilities that have a level, you *must* choose a quest to attempt. If one of your opponents controls any units there, you *must* begin combat with them. If you control any ready abilities that have a level when combat ends, you *must* choose one to apply beneath the quest.

READY PHASE

In your ready phase, all the exerted cards you control become readied. You don't normally make any decisions or take any actions during this phase.

If you control no exerted cards when your ready phase begins (for example, on your first turn of the game), this phase is skipped.

MAIN PHASE

The main phase is when most of the actions of your turn take place. During this phase, you may:

- Play an item.
- Play an ability.
- Play a unit to a quest.
- Perform any main phase (marked with the icon) activated actions on your cards.
- Begin a raid using all your ready units at one quest.

You may perform actions in any order you like. You aren't required to perform all (or even any) of them. Unless otherwise specified, you may perform each action multiple times.

You can't "undo" any action once you begin to perform it.

Once you have performed all the actions you wish, click the Done button in the Prompt area to end this phase and proceed to the draw phase of your opponent's turn..

Playing Cards

During your main phase, you may play an item, ability, or unit card from your hand. To play a card, you may either:

- Click and drag it from your hand to the appropriate section of the playmat; or
- Double-click it. If it's a unit, you'll be asked which quest to play it to.

Power cost

To play a card, you must have enough available power to pay its cost. You may play as many items, abilities, and units as you like each turn, subject to the limitations of your available power.

Your avatar's power bar updates throughout your turn to show you how much power you have remaining. If you are trying to play a card and can't, check the power bar – you might not have enough power to play it.

Your power is fully restored during your draw phase. Unspent power doesn't accumulate from one turn to the next. However, any power you have left over at the end of the turn can be used to play cards during other player's turns.

Hinting

To aid you in playing cards, a flashing border appears around any cards in your hand that you have sufficient power to pay for.

Playing cards to the playmat

Ability cards are played to the ability area at the right of your avatar.

Item cards are played to the item area at the left of your avatar.

Unit cards are played to the quest of your choice. If you play a unit from your hand by double-clicking it, you will then need to click on a quest to indicate where you'd like to play that unit.

Ability limit

You can have only three abilities on the playmat at a time. Normally, abilities are applied during your quest phase and this doesn't become a problem. Many abilities that don't have levels provide a method to destroy themselves.

Using Activated Actions

Some cards you control have effects that are not continuous, but instead require you to specifically "activate" them. Each of these actions has a ➞ symbol in its game text, and begins with a keyword telling you when you may use it. Activated actions you can use in your main phase begin with the main phase (🔺) icon.

The next part of the action, the part that appears before the ➞ symbol, is the cost you must pay to perform it. Sometimes it's a power cost, but often other requirements are specified, such as exerting the card that has the action. Within the limits of paying these costs, you may perform an activated action any number of times during a single turn.

The last part of the action, the part that appears after the ➞ symbol, is the effect of using that action. You can't use an activated action if you can't complete any part of its effect.

For example, if the effect of an activated action is to "destroy a exerted enemy item," you can't use the action unless there is a exerted enemy item for you to destroy.

If you can't carry out the full effects of an activated action, but can still perform some portion of it, you may still use that effect.

For example, if the effect of an activated action is to "deal 2 damage to an enemy unit combatant," you may still use the action even if the only enemy unit combatant available has only 1 health remaining.

To use an activated action, right-click on the card that has it, then select the top icon in the radial button menu. If the icon is dimmed, then you are not eligible to use the action – you might not be able to pay the cost or perform its effects, or it might not be the appropriate phase for you to use it.

Often, you can double-click a card and it will use the action you're looking for. Your cursor changes to show what kind of action you'll get when you double-click.

Raiding

During your main phase, you may use all your ready units at a quest to begin **combat** (explained later). This attack is called a raid. To begin a raid, click the raid button on the quest you want to raid from.

If your opponent has one or more units at the quest you are raiding from, the combat you begin is against those units. However, if your opponent has no units at the quest you are raiding from, the combat you begin is against his avatar.

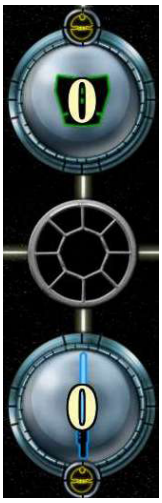
You may raid once each turn from each of the two quests. All your units at *one* quest participate in the raid together.

Ending Your Main Phase

When you click DONE to end your Main Phase, you have to meet the *hand limit.* If you have more than seven cards in your hand, you must select and discard cards one at a time until only seven remain.

COMBAT

Avatars and units can engage in combat in several ways described earlier: during an attempt at a quest, by raiding with your units, or as the result of a card effect. Each unit and avatar involved becomes a **combatant** for the duration of the combat.



The player who causes the combat, and his combatant(s) involved, are the attackers. A large combat icon with the "attack lightsaber" appears on his side of the quest meter, indicating his **total attack** in the combat. By default, this number begins at 0.

The opponent, and his combatant(s) involved, are the defenders. A large combat icon with the "defense shield" appears on his side of the quest meter, indicating his **total defense** in the combat. By default, this number begins at 0.

It is Jason's quest phase. He chooses to attempt a quest where his opponent, Tyler, has three units. His avatar begins combat with those units. Jason is the attacker, while Tyler is the defender. Jason's total attack starts at 0. Tyler's total defense also begins at 0.

There are four stages of combat, which occur in order:

1) Perform Combat Actions
2) Determine the Winner
3) Exert a Card for Damage Bonus
4) Take Damage

Combat Actions

Both players have the chance to perform actions during the combat, alternating back and forth, beginning with the attacker.

When it is your chance to act, you may either perform *one* action, or "pass." If you pass, you may still choose to perform an action after your opponent's next action. However, if *both* players pass consecutively, this stage of the combat ends and you proceed to **Determine the Winner**.

The possible combat actions are:

- Exerting to add to total attack or total defense.
- Using an activated action on a card you control that begins with the 🗡 icon (if you're attacking) or the 🛡 icon (if you're defending).
- Playing a tactic card from your hand.

You may perform any or all of these actions, any number of times.

You may press F5 as a keyboard shortcut when it is your turn to pass. If you are waiting for your opponent to act, but know in advance that you want to pass your next combat action, you may press F6 to queue that pass in advance. Pressing F7 will undo this "pre-pass."

You may use the **User Interface Preferences** to toggle whether the computer will pass for you automatically whenever you have no combat action available to take.

Exerting to Add to Total Attack or Total Defense

When you are **attacking**, you may exert any of your combatants to add its attack to your total attack. If your avatar is a combatant, then you also have the option of exerting any of your item cards to add *its* attack to your total attack. You can double-click or use the radial buttons to exert for attack, when you are attacking.

When you are **defending**, you may exert any of your combatants to add its defense to your total defense. If your avatar is a combatant, then you also have the option of exerting any of your ability cards to add *its* defense to your total defense. You can double-click or use the radial buttons to exert for defense, when you are defending.

As the attacker, Jason has the first chance to take a combat action. He has a ready weapon item on his avatar, and exerts it now to add its attack of 2 to his total attack.

Two of Tyler's three units are already exerted, but one is not. He decides to exert it now, adding its 2 defense to his total defense.

Jason now has 2 total attack, while Tyler has 2 total defense.

Using Activated Actions

Some of the item, abilities, and units you play have activated actions that can be used during combat. Like the activated actions you can use in your main phase, they have a → symbol in their game text, separating cost and effect. In this case, however, eligible actions begin with the icon (if you're attacking) or the icon (if you're defending).

You can't use main phase (marked with the icon) actions during combat, even if the combat is taking place during your main phase.

You can't use an activated action on a unit or avatar that is not a combatant. You can only use activated actions on item and ability cards if your avatar is a combatant.

Playing a Tactic

Tactic cards can be played *only* during combat. They often have effects that improve your total attack or total defense in combat, though some have other effects. To play a tactic, double-click it in your hand when it is your turn to perform a combat action.

Tactics can only be played under specific conditions. Like activated actions, eligible tactics use the icon (if you're attacking) or the icon (if you're defending). Many tactics have both these icons.

If you meet all the requirements for playing a tactic, a hinted border will appear around it.

The effects of a tactic are immediate, and last only until the end of the combat. You'll see an oversized version of any tactic that's played appear on the screen. Then that tactic is discarded.

Determine the Winner

Once both players have passed consecutively on the opportunity to perform a combat action, it is time to determine the winner. The player that has the largest total on his side of the combat wins. If the players have the same total, then it's an undecided struggle and both will suffer the consequences.

Compare the total attack to the total defense.
- If the total attack is higher, the attacker wins the combat.
- If the total defense is higher, the defender wins the combat.
- If the total attack and the total defense are equal, there is a tie (no winner and no loser).

Exert a Card for Damage Bonus

The winner of a combat always deals 1 base damage to the losing player. (When there is a tie, both players deal 1 base damage to their opponent.) In this stage of combat, however, players may add to that damage before it is dealt with **damage bonuses.**

A player dealing damage (the winner, or both players in case of a tie) may exert exactly *one* combatant to add its damage bonus to the damage being dealt to his opponent. If his combatant was his avatar, he may instead exert exactly *one* item card to add its damage bonus.

Take Damage

Once a player has chosen either to pass or to add to the damage he is dealing, that player's opponent must take that damage. The player suffering the damage distributes the damage as he chooses among one or more of his combatants.

The red bar at the left of each unit and avatar image in the play area shows the amount of damage that unit or avatar has sustained. When such a card is played for the first time, this bar is full and equal to the card's health. Each point of damage dealt to it reduces the bar by 1. A unit or avatar is destroyed when it is dealt damage equal to its health (either all in one combat, or resulting from multiple combats).

A player taking damage can't assign damage to any one combatant beyond what it takes to destroy that combatant.

Jason has a weapon item on his avatar, and exerts it now to add its +2 damage bonus to the 1 damage he automatically deals.

Tyler must now apply the 3 damage. He chooses to apply 2 points of it to one of his units, destroying it. He applies the third point to a second unit, and doesn't damage his third unit at all.

The combat is now over, and Jason continues with his quest phase.

DECK BUILDING

When you construct your own play deck for *Star Wars* Galaxies™ Trading Card Game, there are three parts for you to build, using the Deck Builder.

Avatar

Choose one avatar card. Each avatar has an archetype, and you can't include cards in your quest pile or deck that have an archetype unless they match the archetype of your avatar. (Generic cards don't have an archetype.)

Quest Pile

Choose four quest cards, one of each level (2, 4, 5, and 6). If your quests have an archetype, that must match your avatar's archetype. (Generic quests are usable by all avatars.)

Deck

Your deck must have at least 50 cards (there is no maximum size). You can't have more than four copies of a single card title in your deck. Your deck can't contain any avatar or quest cards. If the abilities, items, and tactics in your deck have an archetype, that must match your avatar's archetype. (Generic cards are usable by all avatars.)

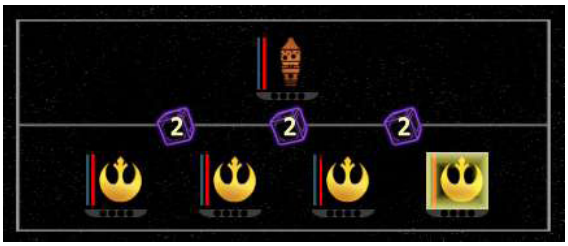
For example, if you choose a Jedi avatar, you can put Jedi quests or generic quests in your quest pile, and you can put Jedi cards or generic cards in your deck.

MULTIPLAYER GAMES

A multiplayer game is a game that has more than two players. There are a few special concepts that are unique to multiplayer games. Several different formats are provided.

- **Team** (2 versus 2)
- **Four-man Heroic Encounter** (4 versus 1)

Mini-Map



Normally, the playmat scrolls to the location of the action in a multiplayer game. A mini-map is provided that shows the locations of the players, identified by their archetype icons. A highlight shows you which player is currently performing an action. You can click any of the quest locations or one of those player icons to recenter your view. Tooltips are also provided with names of the players. A small version of each player's power and health bars are available as well.

Zooming

Your mouse wheel zooms in and out of a multiplayer game. Roll forward to zoom in and focus on the action, or roll backward to zoom out and see the whole playmat.

Teammates

The game is always a two-sided contest, and the players on your side are called your *teammates*. You can play cards and use effects that help friendly units (units that belong to other players on your team), but actions during combat may be performed only by the attacking and defending *commanders* (see below).

Quests

There are always three quests in play in a multiplayer game. In any four-player game, the fourth player's level 2 quest is removed from the game, and that player draws an extra card for his hand.

Normally, you'll only be able to play units to two of the three available quest locations. These two quests are the ones you have *in reach*. Sometimes, when one of your teammates has his avatar destroyed, your reach is extended to cover one of his quests.

In a 4-versus-1 game, the players to the far left and right begin the game with only one quest in reach.

The quest meter only has four gems to mark completion, even in a multiplayer game in which sometimes a player can complete more than four quests.

Power

You receive power each turn based on the quests completed at the locations that are in reach for you. (Your reach might change when one of your teammates is destroyed.)

Drawing Cards

Each player on a team that has more than one player draws two cards in the draw phase, just like normal rules. In heroic encounters where a side has only one player, that player draws one card plus one more for each player on the other team.

Commanders

Sometimes you'll be able to attack or defend with units that belong to one of your teammates. When that happens, you'll become the *commander* of those units and be able to use their activated actions or play tactics for them during combat. Each combat, whether it involves avatars or units, is a two-sided event and one player makes all the decisions for one side.

Attacking Raid Commander

You become the commander of any of your teammates' units at a quest when you begin a raid there during your turn. If there are no opposing units at that quest, the raiding units you command may attack any avatar within reach of that quest. If there is more than one such avatar, you may choose which to attack.

Defending Raid Commander

When an opponent is attacking a raid location (either a raid with opposing units or questing by an opposing avatar) and there are units defending there that belong to more than one player, the player who has the most units defending will be the commander (even if that player doesn't have that quest location in reach). If there is a tie for which player has the most defending units there, the attacking player decides who defends.

Winning the Game

The conditions for victory are the same in a multiplayer game as for a 1-versus-1 game. There is one way for you to win the game and two ways to lose:

- **Win the game by completing a quest when your quest pile is empty.** (Normally, when you complete your fourth quest, you win.)
- **Lose the game when your avatar is destroyed.** (Your team wins the game when the last opposing avatar is destroyed. If your avatar is destroyed, your teammates continue playing.)
- **Lose the game when your deck runs out of cards.** (If at any time you need to draw a card and have none remaining, you lose the game. Your teammates continue playing.)

The completion of quests is tracked separately for each player on a team, so only one player on a team needs to complete a quest with his quest pile empty for that team to win.

For example, if two teammates have each completed two quests, they don't win the game yet.

Some special scenarios and heroic encounters will not allow these victory or loss conditions, and they will provide other ways to win.

Leaving the Game

When a player leaves a game (for example, when that player's avatar is destroyed or when he can't reconnect), all of that player's cards and tokens are destroyed except that any quests that player has in play remain in play.

Single-Player Team (the "boss")

In heroic encounters, one team has only one player. This "boss" begins the game with all quests in reach and therefore more power as quests are completed. Additionally, the boss starts with two power plus one per opponent rather than the standard 3 power. The boss draws more cards in each of his draw phases, equal to one plus one additional for each opponent (in a Four-man Heroic Encounter, the boss draws five cards each turn). The boss can't lose the game by running out of cards in his deck – he reshuffles his discard pile to make a new deck.

GLOSSARY

ability
Ability cards are shuffled into your deck and played from your hand. They belong to your avatar. Abilities provide defense and create level tokens.

activated action
Any action with an arrow in its game text requires you to 'activate' it to use it. The icon before the action tells you when to use it. The cost of that action is before the arrow, and its effect comes after.

apply
When you apply an ability to a quest, a number of level tokens equal to that ability's level are created at that quest. Then the ability is destroyed. You can't apply an ability that doesn't have a level.

archetype
Any cards in your play deck that have an archetype must match the archetype of your avatar.

attack
You can exert your card that has an attack attribute to add that to your total when you're attacking in combat.

attacking
Some actions can only be used when you are attacking in combat. These are marked in game text with the icon.

attribute
Attributes on a card (attack, defense, and damage bonus) don't do anything until that card is exerted to use them. As a combat action, you can exert a card to add one of its attributes.

avatar
Each player brings one avatar card. When you enter the game, your avatar is played to the playmat. If you destroy your opponent's avatar, you win the game!

boss
A boss starts with 2 power plus 1 for each opponent and, in his draw phase, draws 1 card plus 1 for each opponent. When his deck is empty he doesn't lose the game and reshuffles his discard pile to form a new deck.

chat log
The chat log provides a running summary of all the actions in the game. Below this is a line where you can type comments to your opponent.

combat opponent
The player who is opposing you during a combat is your combat opponent.

combatant
When combat begins, every unit or avatar involved in that combat is a combatant until the combat ends.

commander
A player who is controlling one side of a combat in a multiplayer game is called a commander.

cost
The cost of a card is in a circle in its upper-left corner. You pay costs using your power.

damage
Damage reduces the current health of a card. When an avatar or unit loses its last remaining point of health, that card is destroyed.

damage bonus
You can exert one of your cards that has a damage bonus attribute to add that to the total damage you'll deal in combat.

deck
Each player brings a deck of at least 50 cards (there is no maximum size). Your deck has your item, ability, tactic and unit cards. When you enter the game, your deck is shuffled.

defending
Some actions can only be used when you are defending in combat. These are marked in game text with the icon.

defense
You can exert your card that has a defense attribute to add that to your total when you're defending in combat.

destroy
When your card is destroyed, it's taken from the playmat and put into your discard pile. Cards in your hand can't be destroyed.

discard
When your card is discarded, it's taken from your hand and put into your discard pile. Cards on the playmat can't be discarded.

discard pile
When cards on the playmat are destroyed or cards in your hand are discarded, they're placed in your discard pile.

elusive
This unit can't be affected by other cards.

evasion
Whenever combat begins involving one or more of your combatants that have evasion, you get +1 total defense.

exert
To use the attribute on a card, you have to exert that card. The card becomes dimmed on the playmat. Only a ready card can be exerted.

for each
When an effect counts other cards with the phrase "for each," only cards on the playmat are counted. Cards in a hand, discard pile, or deck are not counted by these effects.

friendly
Cards that belong to you, or to other players on your team, are friendly cards.

game text
Appearing in the box below a card's image, game text describes the actions you can perform with that card and the effects they will have.

When one card's game text says that you "can" do something and another card says you "can't," the latter takes precedence.

generic
A generic card can be added to any play deck.

hand
You draw cards from your deck to make your hand. Only you can see the cards in your hand. Your hand limit is seven, and if you have more cards than that in your hand at the end of your turn, you must discard down to seven.

health
Your avatar and your units have health represented by a health bar, which shows how many times that card can take damage before it's destroyed.

heroic encounter
A heroic encounter is a kind of multiplayer game in which one side has a single-player team. That single player is a computer AI opponent.

invulnerable
A unit or avatar that has this keyword can't take damage of any kind.

item
Item cards are shuffled into your deck and played from your hand. They belong to your avatar. Items include armor and weapons to help you in combat.

level
Quest cards and most ability cards have levels. The level of a quest determines how hard it is to complete it. The level of an ability determines how many level tokens it creates when you apply it.

level tokens
When an ability is applied to a quest, a number of level tokens are created at that quest equal to the level of that ability.

link
Linking one card to another allows for an ongoing effect that lasts until either card leaves play.

main phase
Some actions can only be used when you are in your main phase. These are marked in game text with the icon.

opposing
An **opposing** card is a card that one of your opponents controls. A card that refers to an "opposing unit" means a unit controlled by one of your opponents.

phase meter
Located at the left of the playmat, the phase meter lights up to show what phase the player taking his turn is in.

play deck
Your play deck includes at least 55 cards. Included in this total are one avatar card, a quest pile with four quests, and a deck with at least 50 cards (there is no maximum size).

playmat
The playmat is the area covering most of your screen where cards are played from your hand.

power
Each turn, you receive power to use to play cards. The base power received by a player on any turn is 3. When a player completes a quest, he gains 1 power. Your avatar has a power bar to show how much power you have remaining.

prompt
The prompt window asks you for input during the game to complete the current action. Another window appears next to your opponent's avatar when he's completing an action.

quest
A quest is like a mission that takes several steps for your avatar to complete. Quest cards are played automatically from your quest pile. When you complete a quest and your quest pile is empty, you win the game!

quest meter
In the center of the playmat, the quest meter keeps track of how many quests each player has completed.

quest pile
Each player brings a quest pile of four quest cards. When you enter the game, the lowest-level quest from both players' quest piles are played to the playmat.

raid
Any of your ready units can begin a raid. When you raid from a quest, all ready units on your side join it. You'll attack any opposing units at the same quest but if there are none, you'll attack your opponent's avatar.

ready
During your ready phase, every one of your exerted cards on the playmat becomes ready. Only an exerted card can be readied.

restriction
You can only have one card for each restriction on the playmat. If you play another, the first is destroyed, and you draw a card to replace it.

search
When you search your deck for a card, reveal it, and then shuffle your deck.

strikethrough
Whenever combat begins involving one or more of your combatants that have strikethrough, you get +1 total attack.

tactic
Tactic cards are shuffled into your deck and played from your hand. They provide surprise effects, and can be played only during combat. After a tactic has its effect, it's placed in your discard pile.

total attack
When combat begins, your total attack starts at zero. Each time you exert a card for attack, you add that card's attack attribute to your total attack. That's what determines whether you win, lose, or tie in combat. Once your card has exerted to add its attack attribute to your total attack, that effect remains even if that card is later destroyed in the same combat.

total damage
When combat begins, your total damage starts at 1. When you tie or win a combat, you can exert one of your cards to add to your total damage.

total defense
When combat begins, your total defense starts at zero. Each time you exert a card for defense, you add that card's defense attribute to your total defense. That's what determines whether you win, lose, or tie in combat. Once your card has exerted to add its defense attribute to your total defense, that effect remains even if that card is later destroyed in the same combat.

trait
A trait is a label on a card that can be referred to by the game text of other cards.

unique
You can't play another card that has the same title as your card on the playmat that has the **unique** keyword.

unit
Unit cards are shuffled into your deck and played from your hand. They represent NPCs and creatures that you've inspired to follow you. They are played to one of the two quests on the playmat. Units can raid to attack your opponent's units and avatar.

Star Wars Galaxies™ Trading Card Game

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